KIROVOGRAD

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1.0 INTRODUCTION

The battle of Kirovograd took place in the Ukraine from January 5–16, 1944 between the forces of General Ivan Konev's Second Ukrainian Front and General Otto Wohler's Eighth Army. After ten days of desperate fighting in conditions of frost and light snow, Konev's troops were unable either to make a lasting breakthrough of the German front or to annihilate those elements of XLVII Panzer Korps that they managed to encircle at Kirovograd. However the Germans took a terrible pounding and the Second Ukrainian Front had taken the city of Kirovograd, an industrial center and road hub, from them.

Kirovograd is a simulation/game covering the battle on a scale of 1.5 miles per hexagon, with regiment/division sized units, at the rate of two turns per day.

2.0 GAME COMPONENTS

300 ½" die-cut counters
1 34" x 22" mapboard
1 rules booklet
2 player display cards
2 six-sided dice

2.1 The Mapboard

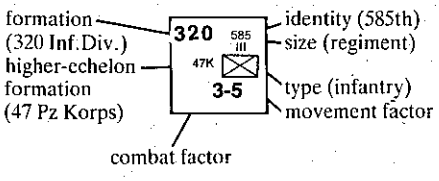
The mapboard is a diagramatic representation of the terrain over which the battle was fought, showing the principal features of the area as explained by the terrain key on the mapboard. Superimposed on the map is a grid of hexagons, hereafter referred to as *hexes*, which regulates the movement and combat of the unit counters. Also shown on the mapboard are the areas where the various military formations in the game begin the historical scenario. Each hex also contains a number (grid co-ordinate) which uniquely identifies it.

2.2 The Unit Counters

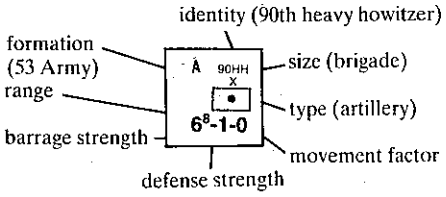
The ½" die-cut counters, hereafter referred to as *units*, represent the actual military units that fought in the battle. German units are printed on a grey background, Soviet units on a red background, and many units of both sides are backprinted, showing either the same units at reduced strength or a tank symbol used to conceal the unit's identity and strength. Each unit shows the details necessary for its use in the game.

2.21 SAMPLE UNITS

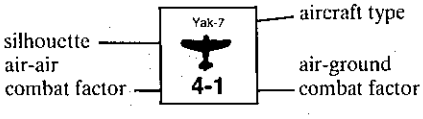
INFANTRY



ARTILLERY



AIR



Smart-ass readers who know what all the abbreviations and symbols mean can skip the next couple of sub-sections.

2.23 UNIT TYPES

- Infantry
- Paratroop infantry
- Motorized infantry
- Mechanized infantry
- Armor
- Armored reconnaissance
- Armored artillery
- Artillery
- Motorized artillery
- Rocket artillery
- Parachute artillery
- Anti-tank artillery
- Engineers
- Headquarters

NOTES:

i) Headquarters may be armored, mechanised, or infantry, according to their type symbol.

ii) Since there is no parachute drop capability in this game, there is no functional difference between parachute infantry and normal infantry, or between artillery and normal artillery.

iii) Units whose combat factor is marked * are special armored units. See rule 16.3.

iv) Units whose combat factor is bracketed may not attack; they may only defend.

2.24 UNIT SIZES

II Battalion
III Regiment
X Brigade
XX Division
XXX Corps
XXXX Army

In the case of headquarters, the size symbol represents the size of the formation it commands, not the size of the headquarters itself.

2.25 FORMATIONS

GERMAN:
47k – 47th Panzer Korps (7 units)
subordinate formations:
320 – 320th Infantry Division (5 units)
11P – 11th Panzer Division (6 units)
10P – 10th Panzergrenadier Division (6 units)
14P – 14th Panzer Division (7 units)
376 – 376th Infantry Division (5 units)
3P – 3rd Panzer Division (6 units)
5SS – 5th SS Panzer Division "Wiking" (8 units)

52K – 52nd Korps (4 units)
subordinate formations:
2Pa – 2nd Parachute Division (5 units)
384 – 384 Infantry Division (5 units)
13P – 13th Panzer Division (6 units)
3SS – 3rd SS Panzer Division "Totenkopf" (6 units)
GD – Panzer Division "Gross Deutschland" (7 units)
KGA – Korps Gruppe "A"* (5 units)

8A – 8th Army (2 units)

SOVIET:
53A – 53rd Army (8 units)
subordinate formations:
48 – 48th Corps (4 units)
75 – 75th Corps (4 units)
5GM – 5th Guards Mechanized Corps (5 units)

5A – 5th Guards Army (8 units)
subordinate formations:
32 – 32nd Guards Rifle Corps (6 units)
33 – 33rd Guards Rifle Corps (4 units)
35 – 35th Guards Rifle Corps (5 units)
7M – 7th Mechanized Corps (5 units)

5TA – 5th Guards Tank Army (1 unit)
subordinate formations:
18T – 18th Tank Corps (5 units)
29T – 29th Tank Corps (5 units)
8M – 8th Mechanized Corps (5 units)

7GA – 7th Guards Army (5 units)
subordinate formations:
24 – 24th Guards Rifle Corps (4 units)
25 – 25th Guards Rifle Corps (4 units)
F – 2nd Ukranian Front (2 units)

Note that higher-echelon formations have an abbreviation ending in 'K' (Korps) or 'A' (Army). Units which show this as their only formation are directly attached to that higher-echelon formation. See Section 5.0.

*German Korps Gruppe "A" was a divisional-sized formation made up of the remnants of three divisions, each of about brigade/regimental size and strength.

2.26 MARKERS

In addition to the combat units, the game contains a number of counters, known as markers, which indicate the current strength, state or status. Some of these, reserve and formation markers, are printed in German and Soviet colors, while others, strength point, 'Cut Off', and 'Out of Supply' markers, are printed on a white background and may be used by either side.

Both sides also have markers to record the current game turn and their supply situation, plus a number of dummy units for use with rule 29.0. The German player also has counters to show the position of his two supply dumps and three airfields on the mapboard.

2.27 ABBREVIATIONS

The following is an explanation of the abbreviations used on the units, other than the formation symbols already explained:

A – ARKO
Fus – Fusilier
G – Gun
Gd – Guards
Ger – Germania
Gr – Grenadier
H – Howitzer
HH – Heavy Howitzer
Hk – Gruppe Haack
HQ – Headquarters
L – Light Artillery
M – Mortar
Nr – Narva (Latvian Fascists)
SH – Super-Heavy Howitzer
TE – Theodor Eicke
TH – Thule
Waln – Wallonsen (Belgian Fascists)
Wes – Westland

2.3 Player Displays

Each player has a display card, to be kept out of sight of his opponent, on which he keeps track of information relevant to his part in the game. Each player aid card contains:

TURN RECORD TRACK
To record the passage of turns. This track also shows when extra replacement points are received. Night game-turns are shaded.

ORDERS TRACK
Formation markers placed on this track indicate what orders each formation is operating under. See Section 6.0.

OFF-BOARD AIR BASE
Air units are kept in one of these two boxes, according to whether they are ready to sortie or not. See Section 28.0 (advanced rules).

SUPPLY TRACK(S)
The Soviet display has one of these, the German display three. In each case, supply markers are used to record the number of supply points available. See Section 8.0.

In addition, the German display has two extra features:

AIRFIELDS
Used to show air units based at the on-board airfields when the Hidden Units rules (advanced rule 30.0) are in use.

VARIABLE REINFORCEMENTS CHART
To determine the arrival of German reinforcements. See Section 24.0.

2.4 The Rules

The rules are divided into Basic Rules, and Advanced Rules which can be added on to the basic game as players wish. Several of the rules in the Basic Rules section are labelled (advanced rule . . .). These rules are used only if the relevant Advanced Rules section is being played (see 28.0 to 30.0). They have been included in the main body of the rules so that when any of the Advanced Rules sections are added they are already fully integrated with the Basic Rules. If playing only the Basic Rules, ignore all rules or parts of rules marked (advanced rule . . .).

3.0 TURN SEQUENCE DESCRIPTION

A. Weather

The Soviet player rolls one die and reads the results from the Weather Table. (advanced rule 28.0). If appropriate both players roll dice to determine how many air units are available to them for the turn.

B. Supply Delivery

During every Night turn both players receive five supply points, and they adjust the supply tracks on their player displays to indicate this. Both players also receive extra supply points on certain turns, as shown by their Turn Record Tracks.

C. Orders

Both players secretly adjust the formation indicators on the orders track of their Player Displays to reflect the orders they wish to give their formations, deducting the appropriate number of supply points from their supply track to reflect the cost of certain orders.

D. Initiative

Both players count the number of formations they have ordered to assault, double this number and add it to the number of formations with mobile orders, then add a die-roll result to the total. The players then announce their totals and compare them; the player with the higher total has the initiative and will mvoe first in the turn. If the totals are equal, both players roll the die again.

E. First Player Turn

1. Mutual Air Commitment (advanced rule 28.0).

Each side, starting with the initial player, may now alternately commit one air group, continuing until neither can or wishes to commit an air group. Air groups may be committed to Combat Air Patrol or Ground Attack on the board, or in support of friendly formations on the board. If either player desires, Combat Air Patrol groups may then intercept any enemy air groups committed within four hexes of them. Air to air combat and independent ground attacks are resolved at this time.

2. First Player Move, Round One

The first player may now move any, all or none of his units up to their movement allowance, paying appropriate movement costs to enter and leave various hexagons.

3. First Player Combat, Round One

All of the first player's units that are in position to attack enemy units may now do so. Headquarters and artillery units that are non-adjacent to the combat may also support attacking and defending units. First the attacking player announces which hexes will be attacked by which units, including artillery fire, air and headquarters support. The defending player may then commit reserves, moving them up to two movement points. The defending player also may commit air groups, headquarters and artillery fire to support defending units. When all support has been allocated each combat is determined separately, calculating the odds and making modifications as appropriate for terrain, orders, and unit types. When all combat has been resolved and all losses, retreats and advances carried out, it is now . . .

4. First Player Move, Round Two

All of the first player's units that are allowed to by the orders rules may move again. Note that the amount they may move will vary depending on the orders they are operating under.

5. First Player Combat, Round Two

The first player now may resolve another round of combat as above. Not all units may be able to participate, depending on their orders and what they did during the first combat round.

6. First Player Supply Check

The first player now checks his units to be sure that they are in supply, and if not marks them appropriately.

F. Second Player Turn

The second player now goes through the same sequence, repeating rounds 1 to 6 as the first player did. Note that air units that were based off-board and flew missions during the first player turn may not fly again during the second player turn.

G. Game Turn Advance

Move the marker along the Turn Record Track and start the next turn, unless you have reached the end of the game, in which case total up the victory points for each side and see who won.

4.0 WEATHER

The temperature in the Kirovograd area varied between 20°F (noon January 10) to -12°F (night January 7), averaging slightly below 0°F. Morning fog was present about half the time but tended to give way to good visibility. For variety there were days of low cloud interspersed with light snow showers. Outside of making the troops cold and keeping many of them in shelter whenever possible, the weather conditions mostly affected the availability of air cover. All rivers, lakes, streams and swamps were frozen solid enough to bear most armored vehicles. Snow depth was no more than 8 cm in most places.

4.1 At the beginning of the turn the Soviet player should roll the die and consult the Weather Table and the Weather Effects Table.

4.2 (advanced rule 28.0) If called for on the latter table, each player rolls a die and reads from it either the amount of air units grounded or the number available, depending on whether they are dealing with Light Snow Showers or Low Cloud.

4.3 Note that the coincidence of Night and Fog will have strong effects of ZOCs and movement.

5.0 FORMATIONS

All ground units are organised into formations. Each formation is made up of a headquarters unit and several combat units. The basic formation for the German player is the Division, the basic formation for the Soviet player is the Corps. All units of a formation are considered to be under the same orders. Units directly subordinate to either German Corps or Soviet Armies (or Front) must be attached to formations (they cannot act independently), and when so attached they are considered to be part of these formations. Formations are important in implementing orders (6.0), providing artillery support (21.0), and providing basic supply (8.0). Under certain circumstances, units from one formation may become attached to another (6.8, 8.2.2 and 21.4).

Players are not required to record in writing the attachment of Corps/Army/Front units to formations, although those of a suspicious nature may do so if they wish. Such units, however, may never support more than one formation in a single game-turn.

6.0 ORDERS

During the orders section of the turn each player consults his Player Display. On it there is a track which contains five boxes, representing the different orders that may be given to the different formations. The orders are Assault, Defense, Mobile, Retreat and Pursuit.

A formation's orders will determine how far and in what direction its units may move in each movement round, whether or not the units may receive air or artillery support, whether and when units may initiate combat, what advantages they may receive, whether or not they may trade off losses for hexes retreated, and whether or not and how far they may advance after combat.

All units of a formation must operate according to the rules and restrictions appropriate to the orders they are following; see Order Chart for summary.

6.1 Assault

A formation with an assault order is concentrated to attack, and is capable of hitting hard, but is also vulnerable when attacked itself. It is not set up to move fast and free, but it is well tied in with its artillery and air assets.

6.1.1. A formation with assault orders must commit at least one of its units to attack enemy units during each friendly combat round if at all possible.

6.1.2. All attacks involving units with assault orders benefit from an odds column shift of one to the right on the Combat Results Table.

6.1.3. Assaulting units may move their full Movement Point Allowance in their first friendly move, but may not move more than two hexes during their second friendly move.

6.1.4. Any combat, defensive or offensive, that a unit with an assault order engages in may involve friendly artillery or air units (advanced rule 28.4).

6.1.5. If successful in combat, assaulting units must advance one hex if possible, but may not advance further.

6.1.6. If a unit with assault orders is attacked from the rear (from either of the two hexes west of the unit if it is German or from the east if it is Soviet), its strength is halved.

6.1.7. For each German formation with assault orders, the German player must deduct two supply points from his supply total. The Soviet player must pay 3 supply points to give a formation assault orders.

6.1.8. Assaulting units may not retreat rather than take losses.

6.2 Defense

A formation with defense orders is considered to be dug in, with mines in front and ready to hold its position against any attack.

6.2.1. A unit with a defense order may move not more than one hex per friendly movement round.

6.2.2. Units with defense orders may attack in either combat round, but may not advance if successful.

6.2.3. When attacked, units with defense orders receive a shift in the odds column by one to the left.

6.2.4. If a formation has defense orders it need not pay any supply cost unless at least one of its subunits is involved in either offensive or defensive combat. If any of its subunits is attacked by non-artillery enemy ground combat units or makes any kind of attack, then the formation must pay a maximum of one supply point total per game turn (irrespective of the number of attacks).

6.2.5. A unit with defense orders may use supporting artillery and air units (advanced rule 28.4) in either defensive or offensive combat.

6.3 Mobile

A formation with mobile orders is considered to be under orders to move flexibly – it may move, attack, defend or retreat, as is appropriate.

6.3.1 A unit with mobile orders may move its full movement allowance in its first friendly move, and half its movement allowance in its second friendly move.

6.3.2. Units with mobile orders receive no special modifier in combat and may advance fully after successful attacks.

6.3.3. While German units with mobile orders may receive artillery and air support (advanced rule 28.4) during combat, Soviet units cannot. (Experiences at Kirovograd led the Soviets to attach radio-equipped forward air observers to each tank, mechanized and motorized brigade a month later).

6.3.4. It costs one supply point to give a formation mobile orders.

6.3.5. A unit with mobile orders may attack in only one of its friendly combat rounds; if it attacks during the first round it may not do so during the second, and vice versa.

6.4 Retreat

A unit with orders to retreat is trying to avoid combat with enemy forces, retreating if necessary in as good order as it can manage.

6.4.1 Units of a formation with retreat orders are not obliged to move, but if they do so they must move away from enemy units – they must end their move further from enemy units than when they started. They may move their full allowance in both friendly movement rounds.

6.4.2. Units with retreat orders may attack if there are enemy units that prevent them from retreating, and may advance fully after combat if successful.

6.4.3. German units that are retreating may use air support (advanced rule 28.4) in offensive or defensive combat, but Soviet units may not. Neither may receive artillery support.

6.4.4 There is no supply point cost to give a formation retreat orders, even if it is involved in combat.

6.5 Pursuit

A formation with pursuit orders is trying to move fast to exploit a breach in the enemy front, and to gain the greatest geographical advantage while the opportunity presents itself.

6.5.1. Units of a pursuing formation may move their full movement allowance during both friendly movement rounds.

6.5.2. Pursuing units may attack only during the first friendly combat round, and do so with an odds column shift of two to the left on the Combat Results Table.

6.5.3. When units with pursuit orders are attacked the odds column is shifted by one to the right.

6.5.4. Only German units may receive artillery and air support (advanced rule 28.4) in combat. Soviet units with pursuit orders may not.

6.5.5. Pursuing units that are successful in the attack must advance after combat to their full ability.

6.5.6. There is a cost of one supply point to give a unit pursuit orders.

6.6 Formations are given orders during the orders portion of the game turn by placing their formation's marker in the appropriate box on the player's display. The formation is bound by these orders until the orders portion of the next game turn.

6.7 Units of formations that have different orders may stack together, but may not attack an enemy hex jointly; see 14.3.3.

6.8 Independent units that are directly subordinate to either German Corps or Soviet Armies or the Front may be considered either to have mobile orders, or to be under the same orders as those of any formation that they are attacked to, supporting, or within one hex of any unit of.

7.0 INITIATIVE

After both players have assigned orders to their formations, they determine the initiative by each rolling a die, adding one to it for each formation with a mobile order, and two for each with an assault order. The totals are then announced; in case of a tie, roll the dice again until one player has a higher total. The player with the higher total is considered to have the initiative, and is the first player for the turn.

8.0 SUPPLY

Supply is handled in *Kirovograd* in two abstract procedures.

8.1 General Supply

General supply involves keeping of the amount of supply points (SP) available to each side, and deducting from this total for the use of artillery units, and for assigning certain orders to formations.

8.1.1. Periodically the players receive additional supply points which they add to the total on ther track. During the supply delivery portion of every Night turn, each player adds 5 supply points to his supply total.

8.1.2. During the orders portion of the game turn they make appropriate deductions from their Supply Track total to reflect the cost of various orders they assign their formations; see Order Chart. Supply may also be required to designate reserves (rule 12.7.2).

8.1.3. Every time an artillery unit fires, the owning player must deduct one supply point from his supply total. This is done as the artillery unit fires. However if the artillery unit is unable to trace a supply line (8.2.1) then the unit may not fire and no supply point is used.

8.1.4. During the enemy player's combat a friendly formation with a defense order may be attacked, which may require the expenditure of a supply point; see 6.2.4.

8.1.5. (advanced rule 28.7) If a unit must be supplied by air during the player supply section of a player turn, this also costs a supply point.

8.1.6. (advanced rule 29.0) The moving player must also expend an additional supply point if combat occurs during armed reconnaissance.

8.2 Forward Supply

Forward supply is determined during the Player Supply section of the player turn. The player examines each of his units to determine if it can trace a supply line to a supply source, and marks any units unable to do so.

8.2.1 A supply line may be no more than one move in length, and may not pass through enemy units or overlapping enemy ZOCs; see 13.3.

8.2.2. The following may serve as supply sources, in order of priority; formation HQs of the same formation, friendly supply dumps (German only), a friendly airfield (advanced rule 28.7), or any friendly HQ. Where a unit has to draw supply from a different formation HQ then it becomes attacked to that formation until such time as it can draw supply from its original HQ again.

8.2.3. (advanced rule 28.7) For a friendly airfield to serve as a supply source, an air transport unit must fly a supply mission to the airfield.

8.2.4. For a HQ to serve as a supply source, it must be able to trace a line of any length to a road that leads off a friendly board edge (east for the Soviets; and west, north or south for the Germans, provided that the German player was the last to occupy the road). These lines are blocked if occupied by enemy units or overlapping Zones of Control; see 13.3.

8.2.5. If a HQ is unable to trace a line of supply itself, it may still serve as a supply source. When it is so used however, it is marked with an Out of Supply marker. Subsequently it can no longer be used as a supply source, until the marker is removed after the HQ can again trace a supply line.

8.2.6. If a unit is unable to trace a supply line to a supply source during the player supply section, the unit is marked Cut Off. It may function normally until it is involved in combat against non-artillery enemy ground combat units. Immediately after this combat is resolved, whether the unit is attacking or defending, the Cut Off marker is replaced by an Out of Supply marker.

8.2.7. A unit that is Out of Supply has its combat factor halved in attack, and if the unit is armored or motorized its movement allowance is halved.

8.2.8. The Out of Supply marker is removed during any friendly player supply check in which the unit can trace a line to a supply source.

8.3 Supply Dumps

There are two German on board supply dumps, #1 and #2. There are two tracks on the German player display to represent them, so that the German player may keep separate track of how many supply points are in each dump. Historically the dumps were located in Kirovograd and Novo Ukrainka, but they may be set up anywhere behind German lines.

8.3.1. Even if a dump cannot trace a supply line to the western map edge, it supply points may be used by German units that can trace a supply line to it. Dumps trace supply lines in the same manner as HQs (8.2.4.).

8.3.2. If a supply dump can trace a supply line to the western map edge, it may have supply points added to it when they become available during a Night turn. Supply points may also be transferred from one dump to another if a supply line can be traced between them. (This simply requires the existence of a path of hexes between them, of any length, free of enemy units and overlapping enemy ZOC).

8.3.3. If a Soviet unit enters a hex containing a supply dump, the dump is destroyed and all supply points in it are lost. If both supply dumps are destroyed, the Germans are deep in the fertilizer, but may be supplied from the off-board dump, into which all new supply points arriving are placed. This dump is considered to be off the west map edge, and has 30 supply points in it.

8.3.4. Any German unit that cannot trace a supply line to either on-board dump may trace a supply line to the off-board dump from any road leading off the southern, western, or northern map edge (behind the starting front line). Units that can draw supply from an on-board dump may not use the supply points in the off-board dump.

8.3.5. The German player may choose which dump new supply points are allocated to, except that they must go to the on-board dumps if these can trace a supply line to the western map edge.

8.4 It is possible that a player may use up all of his available supply points. If this occurs all of the player's formations must be put on either defense or retreat orders. If, under these circumstances, a unit on defense is attacked, it's formation HQ is marked Out of Supply.

8.5 (advanced rule 28.7) Either a unit or a formation HQ can be supplied by air.

8.6 At the beginning of the game, the Soviet player has 100 supply points in the supply track on his player display. The German player distributes a total of 60 points between his tracks #1 and #2 (the on-board dumps) and 30 points in the off-board dump #3.

9.0 STACKING

Several units may be placed in a hex together; this process is called stacking.

9.1 Stacking limits are in force only at the end of movement rounds, except in the case of Soviet artillery units, which cannot move through each other if both have a 'travelling' symbol face-up.

9.2 Units moving as a stack move at the movement rate of the slowest unit in the stack.

9.3 Units of different formations may stack together.

9.4 The stacking limit is one division and one brigade/regiment per hex. Two brigades or regiments (not from the same division) are considered to be equivalent to a division.

9.5 Headquarters and battalion-sized units stack freely.

9.6 No more than one artillery unit may be in one hex.

9.7 Units that are forced to overstack as a result of retreat must continue the retreat until they reach a hex in which they can legitimately stack. If they cannot do so they may overstack. However overstacked units may nt participate in combat, although they are affected by the outcome of any combat against their hex; see 17.3. Such overstacking must be rectified at the first opportunity.

10.0 TERRAIN

The Kirovograd area is fairly flat and open, consisting of broad open and rounded ridges separating streams and rivers, mostly running in somewhat sharply cut ravines, or "Balkas". The farmland was on the ridges, and the streams were lined with small farming villages, only the very largest of which are on the map. Kirovograd was a regional industrial center, with many large brick structures.

The road net in the area seems to have contained no paved roads. The railroad through Novo Ukrainka to Novo Mirgorod seems to have been working, but it has no function in the game (other than rule 11.6).

The small wooded areas on the map were mixed forests, except the one closest to Martynosh which was an orchard.

During the time period of the battle, the area was under a thin blanket of snow. The ground and all rivers, streams and marshes were frozen solid.

In making the map for the game, a compromise had to be sought between rivers that ran along hexsides so that a unit could be clearly on one side of the river or the other, and the balkas which required that units be in them; the balkas won. The same terrain might reasonably be represented differently a month later when the worst spring thaw in living memory set in early in the Ukraine. But at Kirovograd the contours of the terrain had more effect on the battle than the water that lay frozen in the low ground.

10.1 The movement costs of Balka and River terrain are the costs of moving to a hex that does not contain an extension of that Balka and/or River, so that it costs nothing extra to enter or move along a Balka or river but an extra movement point to leave it. These costs are not cumulative.

10.2 Fortified lines on the map represent strong positions dug in with overhea protection, mines, wire and a series of somewhat interconnected strongpoints. A Soviet unit may not cross a fortified hexside if doing so would place the unit in the ZOC (any kind) of a German unit on the other side of an adjacent to the fortifications. If all Soviet attacks on a hex are made through fortified hexsides then the defender receives a shift of one column to the left on the CRT.

10.3 The hills shown on the map are not the sudden bumps they may appear but rather the highest point on gently sloping ground. This was enough of an advantage in this flat countryside to make these high points significant. Units defending a Hill hex receive a shift of one column to the left on the CRT if all attackers are not on the same Hill.

11.0 MOVEMENT

During either of a player's movement rounds, he may move all, some or none of his units up to the full movement allowance available to those units. This amount may differ depending on the orders the unit is operating under and the movement type of the unit. Units are moved from hex to hex, expending movement points to enter and/or exit each hex, until all of their movement points are used. No unit may move more than its movement allowance in a movement round, nor may it accumulate movement points from movement round to movement round, nor may it use another unit's movement points. No, sir.

11.1 The cost to enter and leave various types of hexes is detailed on the terrain effects chart. However, no matter what the terrain cost, a unit may always move one hex per movement round except through Locking Zones of Control; see 13.2.

11.2 A unit's movement allowance is the figure in the bottom right corner of the counter. Soviet artillery units with a movement allowance of 0 must flip over to their 'travelling' side in order to move; see 21.13. (advanced rule 28.3) Air units do not have a movement allowance but may be placed anywhere on the map the owning player chooses.

11.3 Fog, whether day or night, halves available movement points.

11.4 Units moving from a River or Balka hex to a non-River or non-Balka hex must pay a movement point to leave the hex, in addition to the cost of the hex they are to enter.
Exception: Infantry and paratroop infantry units do not pay to leave Balkas.
Balka and River movement costs are not cumulative. As long as the Balka hexes are connected there is no extra cost to move from one to another.

11.5 Units moving directly from one road hex to another pay road movement costs and ignore other terrain in the hex when moving on a road. A unit must have the full movement points left to pay the cost to enter a hex, so any fractional movement ability left due to moving on a road is rounded down if it is insufficient to enter another hex.

11.6 Units moving on a railroad ignore other terrain in the hex when moving along the railroad.

11.7 Although the Ingul River south of Kirovograd is larger than other rivers on the map it is treated no differently. Apparently it was frozen sufficiently hard for tanks to pass over safely.

11.8 Soviet artillery units move somewhat differently from other units; see 21.13 and 21.14.

11.9 Advance and retreat after combat is not treated as movement; see 17.0 and 18.0.

12.0 RESERVES

At any time during either friendly movement round, a player may designate some of his units as reserves by placing a Reserve marker on them (see 12.7.1).

12.1 To be placed in reserve, a unit must be in a hex free of enemy Zones of Control and within two hexes of its formation headquarters.

12.2 A unit which is in reserve may be committed to action during any subsequent friendly movement or enemy combat round. When it is committed it is considered to have the same orders as its formation, except that reserves committed during a second friendly movement round may move their full movement allowance no matter what their orders.

12.3 While a unit is in reserve, it may move only half of its movement allowance and only during the first friendly movement round.

12.4 Units in reserve may not enter enemy Zones of Control.

12.5 If a unit in reserve is attacked by adjacent enemy ground combat units, it is immediately considered committed and the reserve marker is removed.

12.6 Reserve Commitment
12.6.1 Offensive reserve commitment is done during a friendly movement round. The reserve unit is declared to be committed, the marker is removed, and the unit may move and attack as desired. The essential advantage of having reserves for offensive commitment is to allow unit with mobile orders to move its full movement allowance in the second friendly movement round.
12.6.2 Defensive reserve commitment may take place during any enemy combat round, after the opposing player has announced which of his units are going to attack which friendly units. Reserves committed at this time may move up to two movement points. They may, stacking permitting, move into friendly hexes that are under attack. They may also move adjacent to enemy units that are making attacks, forcing them to divert units to attack these reserves; see 15.2.

12.7 Reserve Restrictions
12.7.1 A reserve marker may be used to place in reserve one stack which is within two hexes of its formation HQ, or all units of one formation that are in a hex with or adjacent to their formation HQ. No formation may use more than one reserve marker. The German player is provided with eight reserve markers which may be used by any eight formations. The Soviet player receives five reserve markers, one each to be used by the 53rd, 5th Gds and 7th Gds Armies, and two to be used by the 5th Gds Tank Army.
12.7.2 If a player places half or more of the units of a formation in reserve, then that formation must pay the one supply point cost of a formation with mobile orders, regardless of the orders actually given to that formation. A formation with assault orders will still pay the higher cost however. When determining half the number of units, count all the unit counters in the formation, including HQs and attached units (see 6.8, 8.2.2 and 21.4). Any extra supply cost incurred must be payed immediately, at the time of placing half or more of a formation in reserve.

13.0 ZONES OF CONTROL

All units, except air units, Soviet artillery units that are flipped to their movement side and units of only one strength point, have a zone of control (ZOC) that may extend into the six hexes surrounding their hex. Whether a ZOC is exerted or not, and what kind of ZOC it is depends on the type of unit exerting the ZOC, whether the hex it is trying to exert the ZOC into contains cover (City, Town, Wooded, Balka or Fortified hexes), whether it is day or night, and whether there is fog. See the ZOC chart for details. Only *enemy* ZOCs affect units; friendly ZOCs never have any effect. There are three types of ZOC; Fluid, Locking, and Overlapping.

13.1 Fluid ZOCs
A Fluid ZOC requires that any enemy unit leaving it must pay one movement point above the cost to enter the next hex. A unit may move directly from one Fluid ZOC hex of an enemy unit to another Fluid ZOC hex of the *same* enemy unit only if the moving unit *started* its move in the first Fluid ZOC hex. A unit may always move from a Fluid ZOC hex of one enemy unit to a Fluid ZOC hex of a *different* enemy unit.

13.2 Locking ZOCs
A Locking ZOC requires that any enemy unit entering it has to stop and not move further in that movement round. Units may never move directly from one locking ZOC to another. Units that begin their move in an enemy Locking ZOC may leave that hex at a cost of one additional movement point if the moving unit normally has as many or more movement points than all of the enemy units exerting the Locking ZOC. This means for example that a motorized infantry unit may leave any Locking ZOC at the beginning of its move, but a non-motorized infantry unit could not leave the Locking ZOC of a motorized or armor unit.

13.3 Overlapping ZOCs
Overlapping ZOCs occur where units in at least two hexes exert a ZOC into a third hex. Overlapping ZOCs block routes of retreat and supply. Overlapping ZOCs exerted by armored units are always treated as Locking ZOCs. Overlapping ZOCs exerted by non-armored units are always locking against non-armored units. an Overlapping ZOC that is exerted by armored units from one hex and non-armored from another hex is considered armored. These are the only circumstances in which ZOCs can be Locking in fog or at night.

13.4 Units may retreat through ZOCs which are not overlapping, but take a strength point loss for any kind of enemy ZOC they exit, excluding the hex they started in. There is no penalty for simply retreating *into* an enemy ZOC.

Armored units can freely retreat through even Overlapping ZOCs if they are not exerted by units with an AT ability, and they do not take a strength point loss; see 19.1, 19.2 and 21.8 definitions of armored and AT units.

The effect of ZOCs on retreating units is negated by the presence of friendly units in the hex; see 17.4.

13.5 Artillery units may not enter enemy ZOCs of any kind unless they are accompanied by friendly non-artillery units or unless the hex is already occupied by them.

13.6 Units with only one strength point remaining never exert a ZOC if there is only the one strength point in the hex. However two or more such units in a hex would exert a ZOC. Artillery units count their defense strength for this purpose.

13.7 ZOCs do not extend into city or town hexes, nor do they extend into fortified hexes across the fortified hexside.

13.8 Zones of Control extend into Balka hexes only if they are exerted by units in the same Balka or on hill hexes adjacent ot the Balka.

13.9 German supply dump and air strip markers (advanced rule 28.0) are not units, have no combat strength or ZOC, and are immediately eliminated when a Soviet unit enters their hex.

13.10 ZOCs may fluctuate according to the visibility; see the ZOC Chart.

14.0 COMBAT

14.1 Who Must
Combat in *Kirovograd* is basically voluntary, at the discretion of the moving player. All units that are in enemy ZOCs at the beginning of a friendly combat round *may* attack at least one hex containing enemy units that are exerting the

ZOC. However, if any adjacent enemy unit is attacked, all enemy hexes exerting ZOCs into the hexes occupied by the attacking units must be attacked in some way at at least minimum odds if possible. Both Locking and Fluid enemy ZOCs impose this requirement.

14.2 Who May

14.2.1 Artillery units may add their *barrage* strength to the combat total of friendly units attacking a hex that is within the artillery's range. Artillery units may also add their *defense* strength to that of any friendly unit defending within the artillery's range; see section 21.0.

14.2.2. Headquarters units may add their strength to that of any unit of its own formation attacking or defending within four hexes of the headquarters unit; see section 22.0.

14.2.3. (advanced rule 28.4) Air units under some circumstances may also add their strength to that of friendly units attacking or defending.

14.2.4. Additionally, artillery and air units (advanced rule 28.4) may independently attack enemy units.

14.2.5. Anti-tank brigades and higher-echelon HQs, with their strength in brackets, may not take part in offensive combat.

14.2.6. Units that are adjacent to enemy units but are not in their ZOC may freely attack these enemy units.

14.3 Multi-hex, Multi-unit Combat

14.3.1. A hex attacked by adjacent enemy ground units must be attacked as a whole. All units defending the hex must be added to the defense total and all are affected by the result.

14.3.2. Artillery or air units (advanced rule 28.4) that are making an attack independent of friendly ground units may pick *one* specific unit to attack in the target hex, or may attack them together. In either case the target may not receive artillery or HQ support, except that HQ support against independent air attack is available if the target is stacked with the HQ.

All defensive terrain benefits, except for a Balka, are still applicable under independent artillery or air attack.

14.3.3. All friendly units *operating under the same orders* while attacking a hex must total their attack strengths and make one combined attack. Should this attack leave any defending units in the hex, other attacking units under different orders might then attack the hex; see 15.5. In this way a unit could be attacked more than once during a combat round.

14.3.4. No attacking unit may make more than one attack per combat round, nor may any defending artillery unit add its defense strength to any defending unit more than once per combat round.

14.3.5. Headquarters units may not add their strength to that of more than one friendly hex per combat round. This means that a defending unit that was attacked several times could receive headquarters support against every attack, although it could receive artillery support only once.

14.3.6. Attacking units that are not in enemy ZOCs may attack or not as they choose. So some units in a stack might attack while others in the same hex did not. The latter would not be affected by any combat result except advance after combat.

14.3.7. A unit or stack of units may attack several enemy hexes at the same time, totalling the defenders in both hexes and using the best available defensive terrain modifier.

14.3.8. Some units of a stack may attack one hex while other units in the same hex attack different hexes.

14.3.9. A player may satisfy the requirement to attack all enemy hexes exerting ZOCs on his units by attacking some of the hexes solely with non-adjacent artillery or air units (advanced rule 28.4).

14.4 Reserves

During an enemy combat round, after the enemy player has announced which of his units will attack which hexes, the defending player may commit some of his reserve units. Committed reserves may move up to two movement points, and may be used to reinforce hexes under attack. Alternatively, by exerting ZOCs on enemy units from previously vacant hexes, they may force the enemy to change his plan of attack in order to allocate some units to attack these defensive reserves.

15.0 COMBAT RESOLUTION

Combat is resolved by following the instructions below in the order that they are listed.

15.1 At the beginning of a friendly combat round the attacking player must announce which of his units will attack which enemy hexes, including headquarters and artillery support. At this time he may commit air units to be a part of these attacks (advanced rule 28.4).

15.2 Next the enemy player has the opportunity to commit any reserves he wishes. If this places attacking units in a ZOC from a previously vacant hex, or changes the defensive strength of a hex under attack, then the attacker may reorganise his attacks on those hexes to a limited extent. Extra artillery, HQ support or adjacent ground units may be committed to the attack on any hex which has been reinforced by defensive reserve commitment. These may either be units which had been allocated to other attacks originally, or units which had not been allocated previously. No reallocation of support amongst any of the other attacks is allowed.

15.3 The defending player now commits his artillery and headquarters units in defensive support as he chooses.

15.4 (advanced rule 29.0) If units are committed to attack and then it turns out that the target hex contains only dummy units, they may advance up to two hexes, but not through any enemy locking ZOCs. At the end of this advance they may attack normally. Should they strike dummies again, they may advance one additional hex.

15.5 All attacks by units with assault orders must be resolved first, followed by those with mobile, pursuit, defense and finally retreat orders. Within this restriction the attacker resolves his attacks in any order he chooses. To do this he adds together the strengths of all attacking units that are attacking a hex or group of hexes. The defending player totals all the defense strengh in the defending hex(es). These totals should include all artillery (21.0), headquarters (22.0) and air units (advanced rule 28.4) that are supporting their units in the battle.

15.6 The two totals are compared to arrive at a ratio, rounding the ratio down to the nearest one appearing on the top line of the Combat Results Table (CRT). Then all appropriate modifiers for terrain, orders or armor superiority are figured in, shifting the vertical column on the CRT to the right or left. See Terrain Effects Chart, Order Chart and Armor rules 19.0.

15.7 Having arrived at the final odds, the attacking player then rolls two dice, reading the result from the horizontal line on the CRT corresponding to the die roll. For any attacks which must be made at odds of less than 1–3, roll on the 1–3 column of the CRT and subtract one from the die roll.

Results preceded by the letter "A" apply to the attacker. Those preceded by the letter "D" apply to the defender. In a few cases the result is in two parts, applying to both the attacker and the defender. The number immediately after the "A" or "D", if any, is the number of strength point losses which that player must take; see 16.0. The number after the "R" is the number of hexes which that player must retreat; see 17.0.

Example: At 4–1 odds a die roll of 6 gives a result of A1/D1R1. This would require the defender to take a strength point loss and retreat one hex, and require the attacker also to take a strength point loss. If the CRT result requires both players to retreat the defender must retreat before the attacker.

15.8 Some results on the CRT are underlined. When one of these results is obtained the players have no options and must retreat if possible and take the indicated losses. On any other result that is not underlined the players have certain options open to them to convert losses into retreated hexes and vice versa. The players must consult the Combat Options Matrix and compare the orders of the attacker with those of the defender. Cross referencing on the matrix will bring one to a set of four options. These are arranged in the same order as CRT results. The options on the left refer to Attacker's Losses and Attacker's Retreats respectively. Options on the right refer to Defender's Losses followed by Retreats. P stands for prohibited, O for optional and M for Mandatory. A * indicates optional for the German player and mandatory for the Soviet player.

If an action is prohibited, for example retreating, a player may not retreat and must take all the hexes he would have to retreat and convert them into strengh point losses.

Example: For an assaulting unit attacking a retreating unit, the options read from the matrix are MP/OM. The attacker would have to take all retreats and losses and must take all required losses; the defender must retreat all the indicated hexes and has the option to take any losses as losses or as further hexes retreated.

No matter what the matrix says, if a unit has nowhere it can retreat it must take all its retreat results as strength point losses, but see 16.1.

16.0 STRENGTH POINTS AND COMBAT LOSSES

All units have a combat strength on them. If a unit takes a strength point loss, it has a strength point marker placed under it, with the number one in the upright position. As the unit takes additional losses, the strength point marker is rotated so that the 2 is in the upright position next, and so forth. The upright number on the strength point marker is the number of strength points the unit on it has *lost*. When calculating the unit's strength, subtract the number upright on the strength point marker from the unit's printed strength. Some units have strengths printed on both sides of the unit counter. When such a unit has its strength reduced to that on its flip side, the strength point marker is removed and the unit is flipped over to its reduced strength side. In this state the unit may take additional losses, which will require using a strength point marker as before. When the number of strength points a unit has lost equals its original strength, the unit is removed from the board and placed in the dead pile. Artillery units are removed when the strength point loss is equal to their *defense* strength, except that no artillery

can be destroyed until it has taken at least two strength point losses.

16.1 No combat round may cause more than 50% losses to any unit with a strength of more than one. Any excess losses are ignored if they cannot be taken by other units or as retreats. A unit might even retreat through a Zone of Control without taking an extra strength point loss in these circumstances, and would also have to take its losses as retreats where this would otherwise be prohibited by its orders. This rule takes precedence over all considerations of the.

A unit with a strength of one is eliminated if forced to take any losses, unless it is artillery; see 21.16.

16.2 When a combat involves either armored or anti-tank units on *both* sides, all odd-numbered losses must be taken from among these units, so that the first, third etc. strength point lost from one player's units during a combat would be from among his armored/anti-tank units. See 19.1 and 19.2 for definitions of armor and anti-tank units.

For example, a hex containing anti-tank units is attacked by, among others, enemy armored units. The defender was required to take one loss and had to take it from his anti-tank unit. The attacker took two losses, so took the first from an armored unit and the second from a non-armored unit.

16.3 Special armored units include German Tiger, Panther, Ferdinand and special anti-tank Stuka units. They are marked with a * to indicate their superior kill ability. Any time any of these units is involved in combat with any Soviet armored units, Soviet losses will be increased. If the Soviet player is required to take any loss, he must take one additional loss from an armored unit for each strength point of special armor units engaged, up to a maximum of three extra strength points lost.

This advantage only applies to combat during day turns when there is no fog. It applies even when the Soviet player chooses to take all strength point losses as retreats, and the extra losses may never be taken as retreats.

17.0 RETREATS

17.1 All retreat obligations are read in terms of hexes (not movement points) retreated. Retreating units are moved by the owning player according to the following priority:

(i) into hexes clear of enemy ZOCs.
(ii) to end as many hexes away as possible from the enemy units they fought.
(iii) into unoccupied hexes.
(iv) into hexes where they may legally stack.
(v) towards their formation headquarters.

17.2 Units that must retreat through any kind of enemy ZOC must take a strength point loss for each such hex they exit, *excluding* the hex they started in. However armored units can retreat freely through even overlappng ZOCs if they are not exerted by units with an AT ability. See 19.1 and 19.2 for definitions of armor and AT. Retreating into, but not through, enemy ZOC causes no loss.

17.3 Units that must retreat in violation of stacking must retreat until they may stack legally. If this is not possible then they may overstack, but if the other units in the hex are forced to retreat during that combat round the overstacked units are destroyed. In no event may overstacked units participate in combat, but they are affected by all combat results against their hex.

17.4 Units may not retreat through enemy units or through overlapping enemy ZOCs (13.3). Friendly units, but not ZOCs, negate enemy ZOCs for purposes of retreat, so that overlapping ZOCs no longer prevent retreat. The strength point loss for exiting an enemy ZOC is also negated.

17.5 Units stacked together may be retreated in different directions, within the restrictions of 17.1 above.

17.6 Attacking units that are required to retreat must do so as if the defender's hex were still occupied by the defending unit, even if it has been destroyed or retreated itself. If an attacking unit is required to retreat one hex, and instead it takes the option to take a strength point loss, it may, if the defender's hex has been vacated, advance and occupy it.

17.7 If a unit retreats adjacent to a friendly HQ or artillery unit, the owning player may retreat the headquarters and/or artillery unit along with the retreating unit. Headquarters and artillery units that so retreat may not provide support for any other friendly unit. They may not exercise this option to retreat if they have provided support already in the combat round. The headquarters/artillery unit retreats in such a way as to remain in the same relationship to the retreating unit's hex as when they first came adjacent. More than one headquarters/artillery unit may be displaced by retreat in this fashion. Soviet artillery units with a movement allowance of 0 must be in 'travelling' mode to exercise this option.

18.0 ADVANCES

If the defender vacates a hex, either by retreat or unit elimination, the attacker may advance and occupy the hex.

(Note previous section – if the attacker retreats it may not also advance – I know that most of you would assume this but . . . the usefulness of exactly that tactic has been argued in the pages of a once prominent gaming magazine . . .).

18.1 Only the attacker may advance after combat. Attacking units with assault orders must advance if possible, but only one hex. Units with pursuit orders must advance the full amount possible, and attacking units with defend orders may not advance after combat at all.

18.2 If allowed to advance their full amount attacking units may advance as many hexes as the defending unit retreated.

18.3 Units may not advance out of hexes that are in locking enemy ZOCs, and may advance out of only one hex in an enemy fluid ZOC. In both cases the hex originally occupied by the defender is not counted for this purpose. For example a unit advancing after a unit that retreated four hexes could normally advance four hexes, but only three hexes if the second and third hex entered contained a fluid enemy ZOC, and only two hexes if the second hex were a locking ZOC. If the second hex contained a fluid enemy ZOC but the third contained no ZOC, then it could advance the full four hexes.

18.4 As long as at least one unit advances directly along the path of hexes followed by the retreating unit, all other advancing units may follow any path they choose. This alternative path may be in a completely different direction, and could include a withdrawal to consolidate the front line.

18.5 In addition to any units that were involved in an attack, other units may advance if they were stacked with units that attacked although did not attack themselves, or if they were in hexes adjacent to attacking units and not in any kind of enemy ZOC. These units may advance as many hexes as the attacking units do, provided that their orders allow it. (This rule permits "second-line" units to advance, but only if the attacking units themselves actually advance).

18.6 Units may not advance in violation of the stacking rules.

18.7 An advance after combat must be performed immediately after the enemy units vacate the defended hex and before any other combat is resolved.

19.0 ARMOR

19.1 All units bearing the oval symbol in any form on their counter are considered armored units. These include tank, assault gun, armored reconnaisance, armored infantry, armored artillery, and armored headquarters units. Motorized infantry and artillery are not included; although they have an armored silhouette on their flip side they do not bear an oval symbol.

19.2 Certain units are considered to have an anti-tank ability. These include all armored units, all anti-tank units, all artillery except rocket and mortar units, and all formation headquarters units. Also any unit or stack of units that is receiving headquarters support is considered to be an anti-tank unit (in the combat rounds only – not for ZOC purposes).

19.3 When only one side in a combat has armored units, then that side receives a column shift on the CRT, right for the attacker or left for the defender.

19.4 If the attacker has armored units and the defender has armored units and/or anti-tank units (anti-tank units, artillery units, and/or headquarters support), the attacker may receive a shift only if the number of armored strength points is at least double the number of armored and/or anti-tank strength points defending. All tank units count all their strength points as armored; anti-tank units count all of their strength points as anti-tank. All other units with armored or anti-tank abilities are considered to have one strength point of armor/anti-tank strength, no matter what their current strength, but see 21.10. Anti-tank strength is parenthesized to indicate that it may not be used to attack with.

Example: Two mechanized brigades with a total strength of ten, but only a strength point each of armor, attacking a panzer regiment with a strength of 5, would produce a shift of one to the left, since the panzer regiment has double the tank strength of the two brigades. That makes the odds 1.5–1.

19.5 Certain German armored units have special combat abilities; see 16.3.

20.0 ENGINEER BRIGADE

The 14th Engineer Brigade of the Second Ukrainian Front is a combat unit. When it is involved in an assault against city hexes or across fortified hexsides, the engineer unit negates the defensive terrain shift. However if the defender benefits from *both* city and fortifications, the engineer negates only one shift. If the attacker is obliged to take losses in an attack in which engineers used their ability to negate a defensive terrain shift, the first loss must be taken by the engineer brigade. If both tanks and engineers are used in an attack that calls for attacker losses, the tanks take the first loss and the engineers the second.

21.0 ARTILLERY

Artillery units may participate in combat against non-adjacent hexes. This of course represents the

artillery firing shells at the target hex. It may be done against any target within range.

21.1 The range to a target that is being attacked is counted from the artillery unit to the target, counting the target hex but not the artillery's.

21.2 The range for adding an artillery unit's defense strength to a friendly defending unit is counted from the artillery unit to the defending unit's hex, counting the latter but not the former.

21.3 Whenever an artillery unit fires it requires the expenditure of one supply point per artillery unit firing. This expenditure is required every time the artillery unit uses its barrage strength, even if attacking an adjacent hex, and every time it uses its defense strength to support another unit. Artillery does not expend supply simply to defend itself or when conducting AA fire (advanced rule 28.11).

24.4 Artillery units are basically restricted to supporting (offensively or defensively) units of the same formation if the artillery is organic to that formation, or to the same Soviet Army/ German Corps if the artillery is under that subordination. Artillery may support any formation if all other units of its own formation have been eliminated.

24.4.1. The German player may transfer the artillery of one formation to another, but only at the beginning of the first German movement round of a turn. While this need not be announced, it must be noted down on scratch paper and be available for the other player to examine if it appears that the artillery use is getting too flexible.

Note that this means that if the Soviets move first on the first turn of any scenario, German divisional artillery will only be able to support its own division.

21.4.2. The Soviet player may never transfer artillery from one army to another, and no artillery unit of either side may support more than one formation in the same game-turn.

21.5 Artillery units may attack unobserved targets at full strength if supporting a formation with assault orders, otherwise at half strength. Against observed targets they use their full strength.

21.5.1. Units of the same formation as an artillery unit may observe targets for that artillery to strike. Observation range is one hex for units on the ground and two hexes for units on a hill. At night or in fog units can observe only hexes into which they can exert a ZOC.

21.6 Artillery units never suffer any combat results unless they are in the same hex as the attacker or defender, or are themselves defending.

21.7 Artillery units that are themselves attacked by adjacent enemy units may not provide defensive support to some other friendly hex. Similarly artillery units stacked with units that are attacking a hex may participate in combat against that hex only.

21.8 Artillery units are considered to have one point of AT strength but only in combat with adjacent hexes; see 19.4. Rocket and mortar units do not have this.

21.9 Artillery units, whether firing independently or adding their offensive or defensive strength to friendly units, have their strength halved at night and/or in fog.

21.10 German armored artillery units that participate in combat against non-adjacent hexes do not count as armored units for the purposes of rule 19.4.

21.11 German artillery units move and are available for combat like other units, and may fire even if they moved in the immediately-preceeding movement round.

21.12 Soviet divisional artillery is abstracted into the strength of the rifle divisions. It was primarily light field guns, with 25% howitzers, and also including some heavy mortars. While capable of striking targets at ranges similar to those of German artillery, they were used almost solely for support of their own divisions. The Soviet artillery in the game represents those artillery brigades attached directly to armies or to the 2nd Ukrainian Front. These were large units, and less flexible in their application than their opposite numbers.

21.13 When the Soviet player wishes to move an artillery unit with a face-up movement allowance of 0, he flips it over to its travelling side , which shows a movement allowance and a silhouette. There is no movement point cost to flip the unit and the unit may now move normally. However it may only flip back to its firing side on a following day time friendly movement round that is clear of fog. (Visibility is necessary to register the guns). Such units may not move in the round they flip back to their firing side.

21.14 There are few Soviet artillery units that due to their better mobility may move and fire in precisely the same manner as German artillery. These are rocket brigades, light artillery brigades (L) and the heavy mortar brigade (M). These units have no 'travelling' side.

21.15 Artillery units may not enter hexes in enemy ZOCs of any kind unless accompanies by friendly non-artillery units or unless the hex is already occupied by them.

21.16 When attacked, artillery units use their *defense* strength to calculate the odds, but strength losses are deducted from the artillery's barrage strength. Until the unit is destroyed its defensive strength remains the same. It is eliminated once its losses (from its original strength) are equal to its defense strength, except that it takes two strength point losses to destroy artillery with a defense strength of one.

22.0 HEADQUARTERS

Headquarters units, like artillery, may participate in combat against non-adjacent hexes.

Headquarters represent a good deal more than just a formation's leadership and signalling facilities. It also represents many units too small to include in the counter mix, representing such things as artillery, rocket, assault gun, anti-tank, anti-aircraft, engineer and other specialist regiments and battalions. Supply units and the formation's rear echelon are also somewhat represented by the unit. When a headquarters unit supports another unit in combat, it is not just firing shells over a distance, but directly reinforcing a unit and also giving it extra leadership.

22.1 A headquarters unit may add its strength to any unit or stack of units of the same formation which is no more than four hexes distant, counting the hex of the unit receiving the support but not the HQ's hex. There must be no enemy units or locking ZOCs in the hexes between the HQ and the supported hex.

22.2 If a HQ unit is under attack from an adjacent enemy unit, it may not support friendly units in other hexes.

22.3 HQ support may be given to only one friendly unit or stack per combat round. A HQ's strength may not be split.

22.4 A HQ may take losses from any combat that it has supported, even if it is not in an adjacent hex. Armored HQs are considered to be armored units and the support they provide is considered to be armored. Non-armored HQs are considered to provide anti-tank support, even to non-adjacent units.

22.5 HQs may participate in combat directly like any other unit if so desired and suffer no special penalty in doing so.

22.6 HQs may support another formation only if all other units of their own formation have been eliminated.

22.7 German Corps HQs and Soviet Army HQs are not part of formations and may not provide support to other combat units in any way. These higher HQs do represent staff and communications facilities and allow a player to issue orders. If a friendly higher headquarters is destroyed, the formations subordinate to it may either continue the orders they have, or else they must take either defend or retreat orders. This condition continues until the end of the next complet turn when the headquarters may be brought back into play on any friendly map edge.

NIGHT

Alternate turns are night turns during which various of a unit's movement and combat capabilities are somewhat restricted.

23.1 Zones of Control are reduced in effect during night turns; see ZOC Chart.

23.2 Travelling Soviet artillery units may not be flipped to their firing sides at night.

23.3 Artillery units, whether firing independently or adding their offensive or defensive strength to friendly units have their strength halved at night.

23.4 Observation range for artillery fire is limited at night; see 21.5.

23.5 German armored units with a superior kill ability lose this ability during night turns; see 16.3.

24.0 REINFORCEMENTS

Only the German player receives reinforcements. These units include the 3rd SS Panzer Division, the GrossDeutschland Panzer Division, "Korps Gruppe A", and the 905th Ferdinand Battalion. The former three formations will arrive on the board through any road that leads off the southern edge of the map behind German lines. The 905th Battalion similarly comes on to the northern edge of the map.

The time of the arrival of these units is variable, in order that neither player, and particularly the Soviet player, be sure when they will arrive. The 5th SS "Viking" Panzer Division enters the game only in the event of a rapid Soviet advance across the north edge of the map.

24.1 For each reinforcing formation, and for the 905th Battalion, the German player rolls one die at the beginning of the game and reads the result on the reinforcement schedule on his player display. When the result is read the reinforcements should be placed in the appropriate box on the German player's Turn Record Track.

The likelihood is that the reinforcements will arrive when they did historically, but there is also a chance that they will arrive sooner or later, and possibly even stronger. The result of the German player's die rolling is none of the Soviet player's business.

(Optional) To increase the uncertainty for the German player, instead of rolling for each reinforcing formation at the beginning of the

game, roll 905th Battalion at the beginning of January 6 Day turn, 3rd SS Panzer Division on January 7 Day, GrossDeutchland Panzer Division on January 7 Night, and Korps Gruppe A on January 9 Night.

24.2 If the Soviet player has units blocking all reads leading on to the board from the relevant board edge, the reinforcing units may enter in any clear terrain hex within three hexes of a road. If that is impossible then the Soviet player should be penalised for games-lawyermanship by being forced to eat the counter-mix of the monster game of his choice. However if such a situation should arise, the German player may bring the reinforcements on map from the west map edge.

24.3 For every complete tank or mechanized formation the Soviet player exits off the western or southern map edge, the German player must deduct one panzer division out of reinforcements that have not yet entered the map.

24.4 Reinforcements pay the usual terrain cost for the first and each subsequent hex entered when coming on to the map.

24.5 Reinforcements are brought on to the map during the owning player's movement round. If so desired, reinforcements may be withheld from the map, and dummies entered in their place (advanced rule 29.0).

24.6 If the Soviet player moves any unit within three hexes of the line of fortifications that stretches from the northern map edge to the hill south of Kanizh before January 8, then the German player rolls one die to see if the 5th SS "Viking" Panzer Division enters the game. It enters by any road or rail road leading off the north edge of the map behind German lines. This is a 'one-off' die roll, and any unit the German player does not receive are never available.

Die roll	5th SS Panzer Reinforcements	Turn of Entry
1	–	–
2	–	–
3	Recon	next turn
4	Recon, Wal, Nr	turn after next
5	Recon, Panzer, Wal, Ger	next turn
6	All	this turn

Once any Soviet unit actually crosses this line, any reinforcements the German player rolls are available without delay.

25.0 REPLACEMENTS

Only the Soviet player receives replacements. On the January 10th daylight turn, the Soviet player receives 10 replacement points of armor, provided that the city of Kirovograd is completely clear of German units and a line free of German units and ZOCs can be traced from it to the eastern map edge. These replacements represent mostly damaged tanks returned to action after repair.

25.1 Replacement points may be used to raise the strength of any Soviet *tank* unit that is at least two hexes from the nearest enemy unit. It costs all of a unit's movement allowance for it to be strengthened with replacements.

25.2 A unit gains strength points from using replacement points on a one for one basis.

25.3 All replacement points need not be used on January 10th, but may be saved until a more opportune time.

25.4 No unit may receive replacement points after it has been built up to its full strength.

26.0 SET UP

Players may either set up according to the historical situation, or use a free set up option.

26.1 Free Set-Up The players each roll one die to determine who sets up first, the player with the higher die roll setting up second. Historically both sides had a pretty good idea of what the other side was up to except that the Germans had misplaced the location of the Soviet 7th Mechanized Corps and were unsure of the location of the 29th Tank Corps. The Soviets were probably likewise unsure of the location of the 3rd Panzer Division.

These confusions can be simulated through use of dummies, which may be set up anywhere a player chooses, on or anywhere behind friendly front lines (advanced rule 29.0).

26.2 Historical Set-Up The set up positions for German Divisions and Soviet Corps are drawn on the map.

The respective formations must be set up so that their lines are completely covered by units or ZOCs. All additional units of those formations must be set up on or behind those lines.

German Corps and Soviet Army and Front units may be set up anywhere on or behind the lines of their respective formations. Don't forget that 47th Pz Korps' 905th Btn. is a reinforcement.

The Soviet player should set up first, followed by the German player.

26.3 Units may be set up in enemy ZOCs.

26.4 (advanced rule 29.0) All dummies and all units backprinted with a tank symbol should set up with their tank showing.

26.5 (advanced rule 30.0) The German player should record the location of his hidden units.

26.6 (advanced rule 28.0) All air units on the player display air bases begin in the ready box.

26.7 All units must be set up within stacking limits.

26.81 The Soviet player begins the game with 100 points in his supply track.

26.82 The German player begins the game with a total of 60 supply points to distribute between his two supply dumps, plus 30 supply points in his off-board supply track.

26.9 Before starting the first game turn, both players may designate some of their units as reserves; see 12.7. In addition the German player may determine when his reinforcements are due to arrive; see 24.1

26.10 In both the free and historical set-ups, all units of the same formation must set up within six hexes of each other. This restriction does not apply to German Corps units or to any Army/Front units.

26.11 The German player places his airfield and supply dump markers anywhere behind his own lines, unless advanced rule 30.0 is in use.

27.0 VICTORY CONDITIONS

The battle of Kirovograd basically ended in a draw, with the Germans perhaps having a slight edge, since the Soviets failed to achieve the objective set for the operation. However the Soviets did gain some territory, including Kirovograd, and both sides took heavy losses. If the four divisions encircled in Kirovograd were not annihilated, they were nonetheless badly ripped up, as were all of the Soviet mechanized corps and some of the infantry involved. Similarly the other arm of the attempted encirclement, 1st Ukrainian Front, was foiled by German panzer counter-thrusts. However the outcome of the battle was to set up the German salient, reaching the Dnepr between Manev and Losovok, that was to become the Korsun pocket within a few short weeks.

To determine who has won the game, at the end of the January 16 turn, both sides total their victory points and compare totals. The side with the higher total wins, and the size of the difference between the totals determines the scope of the victory.

Victory points are awarded according to the following schedule:

For every enemy infantry strength point lost	1
For every enemy armored strength point lost	2
For every enemy artillery, HQ, or air point lost	3
For every enemy unit totally destroyed	value x2
For holding Korovograd*	5
For holding Novomirgorod	10
For holding Novo Ukrainka	15

*The Soviet player gains an additional 10 victory points for taking Kirovograd before the Jan 9 turn, 15 victory points if before Jan 8, and 20 victory points if before Jan 7. This is to give the German player an incentive to try to hold the city, even at the risk of being encircled there. Historically this was provided by an order from Hitler to hold the city.

A town/city is considered to be Soviet held if it is free of German units and is either occupied by a Soviet unit or is clearly behind Soviet lines. It must also be possible to trace a continuous road free of German units and ZOCs from it to the eastern map edge. If these conditions are not satisfied the town/city is considered to be held by the Germans.

ADVANCED RULES

28.0 AIR MISSIONS

Each side has 11 air units, totalling about 400 aircraft on each side. These air units may carry out various missions, either to attack ground targets, or fight other air units, or to supply friendly forces on the ground.

The possible air missions include ground attack, escort, combat air patrol, supply, and transfer.

Ground Attack missions can be performed by all air units except Ju-52 and Li-2 transport units. It is the only mission that can be performed by Ju-87, Ju-88, Il-2, Po-2 and Pe-2 units.

Escort and Combat Air Patrol (CAP) missions may be performed only by Me-109, Fw-190, and Yak-7 fighter units. They may also perform ground attacks.

Supply missions may be flown only by Ju-52 and Li-2 transport units.

All German air units may fly transfer missions.

28.1 Basing

Air units can be based either on the air base box on the player display or, in the case of the German player, on the board. The German player can base up to three air units on the board. These units are not set up on the board but rather on the player display in the box corresponding to their location on the board. See Hidden Units rules 30.0.

No more than one air unit may be based on each on-board air-strip, but an unlimited number of air units may be based on the player display air base.

28.2 Sorties

All units that are based on the player display air base box may make a maximum of one sortie per game turn. There are of course two player-turns to each game turn, and each air unit may operate in just *one* round of *one* of them. Air units based on on-board air strips may sortie once each player turn, twice per game turn.

28.2.1. Air units may sortie if:

(a) they are in the ready section of their air base box, or are based on-board; and

(b) it is a day turn without fog (EXCEPTION: see 28.12); and
(c) they are not prevented from doing so by other weather conditions; see 4.2.

28.2.2. When an air unit returns from a sortie, it returns to the unready box on the player display air base. At the end of each game turn return all air units from the unready box to the ready box. Units based on on-board air strips return either to the strip they flew out of or to the unready box of the air base box.

28.3 Air Commitment

During the Air Commitment portion of each player turn, both players may commit their air units to the board to carry out various missions. Beginning with the player whose player turn it is, the players alternate committing one air unit or stack of two units at a time, until neither side has any more units it can or wishes to commit.

28.3.1. Commitment is performed by placing the air unit(s) in a hex on the board. This commitment may be either to a hex in which to perform some mission (CAP, Ground Attack, etc.), or to a headquarters of a formation. If committed to a formation, the air units are stacked on board with a formation HQ. During any combat round these air units may be committed anywhere in the HQ's formation's area if it is a Soviet HQ or within the area of the HQ's formation or those of this formation's immediate neighboring formations. Interpret this loosely but reasonably.

Those German air units *based* on the board may be considered to support any German formation on the board, and thus can be committed during any combat round.

28.3.2. Only air units based on-board or on the ready portion of the air base box may be committed.

28.3.3. The maximum number of air units that can be stacked together is two air units. Any number of stacks may be committed to the same hex provided that each of those stacks contains no more than two units. While no more than two air units may be stacked together for purposes of air combat, there is no limit to the number of air units that may perform the same mission in the same hex.

28.3.4. A player may choose to make attacks with his ground attack aircraft either during the air commitment portion of the player turn after all CAP Movement and air-to-air combat is completed, or during the first combat round. Alternatively they may be withheld until the second combat round.

Units that are withheld should be stacked with the German Division/Soviet Army in whose sector they will be active, and left there during the first round of movement and combat. In the second round place them in the hexes in which they will be active.

The sector in which withheld German air units may be active includes Divisions adjacent to the Divisional HQ they are stacked with.

28.3.5. If either side withholds CAP units, then the whole of the commitment, CAP movement, interception, combat resolution routine will hae to be gone through again at the beginning of the second combat round. If not, just go ahead with alternate placing of withheld ground attack units.

28.4 Ground Attack Missions

Ground Attack missions are flown by placing the air unit or stack in an enemy occupied hex to be attacked and adding the ground attack strength of the air unit to that of other friendly units attacking the hex. Alternatively air units may attack targets alone. Similarly they may be placed on a defending hex to add their ground attack strength to the strength of the defending unit.

28.4.1. Before an air unit or stack can attack a ground target, it must undergo anti-aircraft fire, see 28.11.

28.4.2. If a hex is attacked by independent ground attack, (that is, attacked by air units alone), the defending stack may not receive artillery or HQ support. However a HQ unit in the target hex would still contribute to the defense. All defensive terrain benefits, except for Rivers and Balkas are still applicable; units adjacent to fortified hexsides *do* get that benefit.

28.4.3. When resolving an air attack on ground units, attacking air units ignore all attacker losses and retreats on the CRT.

28.5 Escort Missions

Escort missions are flown by placing a fighter unit in a stack with a unit carrying out a ground attack mission. This will provide some protection to the ground attacking unit from enemy interception; see 28.10.2.

28.6 Combat Air Patrol Missions

Combat Air Patrol (CAP) missions are performed by placing the fighter unit(s) in a hex on the map.

After all air units have been committed by both sides, the players alternate moving any of their CAP units or stacks up to four hexes to place them in the same hex as enemy air units. In Light Snow Showers weather, this distance is reduced to two hexes.

After all such movement has taken place, air to air combat may be resolved (see 28.10), with the player whose player-turn it is going first.

28.7 Supply Missions

Supply missions are used either to land supplies on an on-board air strip to make it a functioning supply source, or to para-drop supplies in order to put one unit or stack of units in supply; see 8.2.3 and 8.5.

28.7.1. To perform a Supply mission a player's transport unit is placed directly on the hex to receive the air drop.

28.7.2. In the case of flying supply to an air strip that is hidden, simply specify that that is what the unit is doing. See Hidden Unit rules 30.0. However if there is a Soviet CAP unit within range of the air strip the transport must be placed on the board, and the air strip marker must be revealed.

28.8 Transfer Missions

For the German player to move an air unit directly from an on-board air strip to the unready portion of the player display, or from the ready portion of the air base to an on-board air strip, it is necessary to perform a transfer mission. Simply move the air unit from one place to the other.

If the air strip from or to which the air unit is going is within range of a Soviet CAP unit, the transfer may only take place after all CAP movement is finished and only if not attacked by enemy CAP.

28.9 Interception

After all air commitment is completed, all CAP units may move up to four hexes to enter the hexes of enemy air units (only two hexes in Light Snow Showers). If an enemy CAP unit enters the hex of a friendly CAP unit, at least one friendly CAP unit in that hex may not make CAP movement but must stay in the hex and fight.

Now all air to air combat must be resolved for any hex which contains air units of both sides and at least one side has units with a CAP mission.

28.9.1. If one air unit or stack is intercepted by several air units and/or stacks, the interceptors attack with one unit or stack at a time. Follow the procedure of 28.10 each time. If there is no effect from the attack then the defenders may hit back at the attackers, after which the next interceptor unit or stack may attack the defenders and so forth. Subsequent attacks by the remaining interceptor units are at the option of the intercepting player.

28.9.2. If a unit with a ground attack mission is attacked by an enemy CAP unit but is neither forced to retreat nor take losses, it may be used normally to carry out its mission; see 28.4. Any CAP unit that is involved in air-to-air combat must immediately return to its base as soon as combat is complted, as must any other unit that suffers a combat result in air-to-air combat.

28.10 Air to Air Combat

To resolve air combat in a hex remove the air units from the hex, remembering which hex is involved, and line up the units of each side in some clear portion of the map.

28.10.1. Starting with the player whose player turn it is, each player alternately pairs one CAP unit off against an enemy air unit or stack of units, until there are no more CAP units left to pair off. If a CAP unit has an enemy CAP unit paired off with it before it gets to do the same, it may not now do so and is stuck with the pair it is in. As long as there are enemy CAP and escorted stacks available to pair off with, friendly CAP units may not pair off with any other enemy air units.

28.10.2. Each pair resolves combat, with the unit that made the pairing attacking first. If no loss result is produced the enemy air unit(s) may now counter-attack the attacking unit(s), itself now becoming the attacker.

Simply compare the total of the air-to-air factors of the attacker with the defender's air-to-air total to make a ratio, and use the CRT as usual, ignoring all results to the attacker. If an escorted group is attacked, the escort's air-to-air strength is added to that of the escorted unit to determine the odds.

28.10.3. Any unit that must retreat is returned to base immediately without being able to finish its mission.

28.10.4. Losses are taken as per usual with strength point markers. The air unit's strength is its strongest printed strength, whether air-to-air or air-to-ground. Its weaker strength remains constant as the unit takes losses (EXCEPTION: The German Fw190 unit has both its air-air and air-ground factors reduced simultaneously).

28.11 Anti-Aircraft Fire

Before an air unit or stack can attack a ground target, it must undergo anti-aircraft fire. 28.11.1. All headquarters and artillery units perform anti-aircraft fire by making an attack on the air units using the 1-1 column on the CRT.

28.11.2. If anti-aircraft fire results in any loss to the air units, the air units take their loss like any other unit, and are returned to base without attacking. If the air unit suffers no loss in this attack it may attack freely.

28.11.3. Other ground units, if there are at least three strength points remaining in the hex, use the 1-3 column on the CRT when resolving anti-aircraft fire.

28.11.4. In no case do ground units suffer if the CRT result causes retreats or loss to the attacker while performing anti-aircraft fire.

28.11.5. The number and strength of the units performing anti-aircraft fire has no further effect. So a HQ stacked with an artillery unit would still use the 1-1 column.

28.11.6. In the case of an air unit providing defensive support, use the strongest anti-aircraft strength of any of the attacking units. So that if any attacking unit were a HQ unit, or had HQ support, or was an artillery unit that was adjacent to the defending unit, the 1-1 column would be used. Otherwise use the 1-3 column, unless there are less than 3 strength points total attacking.

28.11.7. Anti-aircraft fire, even by artillery, does

not require the expenditure of supply.

28.12 Restrictions
No air units except the Soviet night bomber unit (Po-2) and those units on supply or transfer missions may fly at night. No air missions of any kind may be flown in fog. This restriction will loom large in the mind of the German player, wondering whether it is best to transfer air units from on board air strips to the safety of the player display before the T-34s come by to visit.

29.0 DUMMIES

Each side is provided with a limited number of dummy markers, which are marked like a motorized/armored unit on their back but say dummy on the front. These represent deliberate misinformation, accidental misunderstanding, exaggeration, pessimism, snow flurries and distant noise, and a commander's gnawing doubts.

Research seems to indicate, as well as logic suggest, that the enemy's motorized and armored formations are the hardest to keep track of. Both sides were repeatedly surprising each other with the sudden appearance of tank corps or panzer divisions where they were least expected, while also spending considerable time and sweat reacting to threats that somehow failed to materialise.

29.1. Dummies are set up and move exactly like normal motorized units. They have no ZOC, even in the hex they occupy, and may not intentionally enter enemy ZOCs unless the hex is occupied by real friendly units.

29.2. Dummy units obviously may never attack, or take part in combat in any way. If exposed by armed reconnaissance (29.8) or attacked by adjacent ground units or air units they are removed from the map immediately. Dummies may not attempt armed reconnaissance or atttack other dummies.

29.3. Any dummy removed from the map may be brought back into play the next friendly movement round simply by placing the dummy on any friendly unit and moving it from there. It is appropriate for the opposing player to leave the board when this is being done.

Dummies are there to drive your opponent crazy; use them wisely.

29.4. In conjunction with the dummies, all motorized units except non-armored artillery have a tank silhouette on their back side. All such units should be set up with the sihouette showing. When these units take part in any sort of combat, other than being independently attacked by enemy artillery, they are flipped over to reveal their identity and strength. A defending stack or unit that includes units with a tank silhouette showing is flipped over *after* the attacker has announced how the attack will be organised. Tank silhouettes may always be voluntarily flipped over at any time the owning player wishes.

29.5. A Soviet unit with a tank showing must be flipped over if it moves adjacent to any town or city hex, or is searching for hidden German units (30.0). Ignore towns and cities that have previously been moved through by a Soviet unit.

29.6. When motorized units take losses, place strength point markers under them like other units. To aid deceptive measures it is a legitimate ruse to place strength point markers under dummy units.

29.7. After all combat in a combat round is finished, all motorized units of both sides are flipped over again to the tank side.

29.8. Armed Reconnaissance.
During a player's movement round, a player may challenge an enemy occupied hex, on the presumption that it contains only dummy units. To do so the moving player moves a unit or stack of units adjacent to the enemy hex and declares that he is conducting armed reconnaissance.
29.8.1. If there are only dummies in the hex, the owning player removes them and the moving player may continue his move as before.
29.8.2. If the hex contains enemy combat units that exert a ZOC of any kind, the moving unit(s) must now make an immediate attack upon the hex. No matter what the outcome of the attack the moving unit(s) may not move further in this movement round, although they may attack again in the combat round.
29.8.3. Air, artillery, and headquarters support is not available to either player during armed reconnaissance attacks. (EXCEPTION: Defending units with Defend orders may use artillery support).
29.8.4. Each armed reconnaissance costs the moving player one additional supply point, irrespective of the orders his units have, *if* actual combat takes place. There is no supply cost for simply revealing dummies.

30.0 HIDDEN UNITS

At the beginning of the Kirovograd battle, the Germans had their XLVII Panzer Korps HQ in Lelekova, 8th Army HQ in Novomirgorod, supply dumps in Kirovograd and Novo Ukrainka, and airstrips at Novo Ukrainka, Zlynka, and near Kirovograd. During the course of the battle, raids by Soviet tank brigades overran one of the airfields, smashing up the Stuka's on it and also overran part of the HQ of the Panzer Korps in Malyi Viski where it had displaced to. The Soviets had no exact knowledge of the whereabouts of these German rear echelon units, and it was quite possible for them to completely miss such an establishment unless they happened to drive right through it. In a wargame, however, it is easy to look at the board and see, aha, there's a counter sitting in that village, let's send a tank brigade over to see what it is, so . . .

30.1. With his set-up, the German player must record on scratch paper the exact hex location of his Army and Corps headquarters units (3), his two on-board supply dumps, and three on-board airfields.

30.2. These hidden units are revealed and placed on the mapboard only when a Soviet unit moves adjacent to them. If a hidden airfield is revealed, any air unit based there is also placed on the map.

To reveal hidden German units, a Soviet unit must be face-up; units with tank symbols showing cannot reveal anything.

30.3. Supply dump and airfield markers have neither strength nor stacking value, and are automatically destroyed together with any supplies or air units they contain if their hex is occupied by a (real) Soviet unit.

30.4. Hidden headquarters that are revealed may be attacked like any other unit. They may not themselves attack, but may move normally.

30.5. The initial location of supply dumps and hidden headquarters must be in any town or city hex behind German lines. Airfields must be positioned adjacent to, but not in, any town or city hex behind German lines. Supply dumps and airfields may never move.

30.6. Headquarters that are revealed may again become hidden if they can reach, in a single movement round, another town or city hex which is not adjacent to a Soviet unit. The move is not actually carried out on the board; the German player simply removes the unit from the map, records its new location, and informs his opponent that this is what is going on.

30.6.1 The German player always has the option to reveal voluntarily his hidden headquarters units and move them on the mapboard. He may however change their location without revealing them by the same procedure as in 30.6 above.

30.6.2 Headquarters *must* be placed on the map if they end any movement round not in a town or city hex.

30.7. When this rule is in use, the placement of air units on German on-board airfields is indicated by placing them in the appropriate box on the German player display.

31.0 SHORTER SCENARIOS

31.6. Scenario 1, Opening Moves
This scenario covers the first three days of the battle, January 5 through January 7.
31.1.1. The historical set-up option must be used in conjunction with this scenario. The only difference in the initial set up is that the Soviet supply track contains only 70 supply points, and the German off-board supply dump is not used.
31.1.2. The objective of the Soviet player is to take Kirovograd and hold it at the end of the January 7 night turn. This means there must be no German units in Kirovograd, and the Soviets must be able to trace a supply line from the eastern board edge to Kirovograd.
31.1.3. Total victory points as per usual. The player with the higher total wins, but the Soviet player can win only if he holds Kirovograd. If he has the higher total of points, but not the city, or vice versa, the game is a draw. If the German player has both the higher victory point total and has at least one unit in any condition still in Kirovograd, or if the Soviet player has been unable to move any unit into the city, then the German player wins.

31.2. Scenario 2, Endgame
This scenario begins with the January 9 Daytime turn, and ends on the January 16 Night turn. This represented the last Soviet attempt to crack the German line.
Set Up: Unts of the following formations must be set up so as to cover all indicated hexes with unit or ZOCs. The parenthesized numbers indicate the number of strength points lost by that formation. These losses must be shared out among units of the formation in such a way that no unit may have more than two points of losses until all units of the formation have at least a one point loss.
31.2.1. Soviet units set up on or east of their lines:
48th Rifle Corps
(–1) – 2901,2902,2903,2904.
75th Rifle Corps
(–3) – 2804,2805,2806.
5th Gds Mech Corps
(–6) – 2708,2709,2710
7th Mech Corps
(–8) – 2910,2810,2811,2912.
32nd Gds Rifle Corps
(–9) – 3111,3112,3113,3114.
33rd Gds Rifle Corps
(–6) – 3015,2916,2917,3017,3118.
35th Gds Rifle Corps
(–3) – 3320,3420,3520,3620,3721,3820.
8th Mech Corps
(–8) – 2614,2515,2516,2616.
67th Mech Brigade

(–2) – 1509.
18th Tank Corps
(–3) – 2419,2519,2520,2618,2619,2620,2718,2719, 2720,2820.
29th Tank Corps
(–7) – 3019,3120,3220,3321.

25th Gds Rifle Corps
(–4) – 3922,4021,4121,4221,4321,4420,4520.
25th Gds Rifle Corps
(–1) – 4719,4819,4919,5019,5119,5219,5320.

All Army level tank units (53rd, 5th Gds, 7th Gds) have been destroyed. All other units of armies must set up behind or stacked with the units of the formations of that army. The two front units may be allocated to any army.

The Soviets have 25 supply points to start.

They may place up to 3 dummies within 10 hexes of 18th Tank Corps behind German lines.

31.2.2. German units set up on or west of their lines:
320th Infantry Div
(–1) – 2501,2502,2503.
11th Panzer Div
(–4) – 2504,2505,2506.
3rd Panzer Div
(–2) – 2507,2508,2509,2610.
10th Panzer Grenadier Div
(–6) – 2611,2612,2513.
376th Infantry Div
(–6) – 2413,2414.
14th Panzer Div
(–4) – 2415,2416.
3 units of SS Totenkopf and 3 units of 13th Panzer Div
(–3) – 2922,2921,3020,3121,3221.
GrossDeutschland Panzer Div (no panzer regiment)
(–0) – 3325,3324,3423,3424,3425.
13th Panzer Div minus three units (–1) and 2nd Panzer Div
(–3) – 4324,4423,4523.
384th Infantry Div
(–1) – 4820,4921,5020,5121,5220,5321,5420.
Korps Gruppe "A"
(–0) – 4628,4629.

The rest of Totenkopf enters the map from any road on the southern map edge on the first German turn of the scenario.

XLVII Panzer Korps has taken 2 losses from its assault gun batalions. All other corps assets for both corps may be placed anywhere behind or on the front lines of any of the divisions of that corps.

The Germans have lost one on-board supply dump and one airfield, both at Kirovograd.

Their on-board and off-board dumps contain 12 and 18 supply points respectively.

All rear area (dumps, HQs and air fields, as well as dummies) are set up as per usual.

31.2.3. Victory points, including those scored as a result of losses sustained before the scenario begins, are counted as per usual.

COMBAT RESULTS TABLE

Dice	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
2	A3R1	A2R2	A2R2	A2R2	A2R2	A2R2	A1R2	A1R1	A1R1	A1R1/D1R1	AR1	AR1
3	A2R2	A2R2	A2R2	A2R2	A2R2	A1R2	A1R1	A1R1	A1R1/D1R1	A1R1/D1R1	A1/D1R2	A1/D1R1
4	A2R2	A2R2	A2R2	A2R2	A1R2	A1R1	A1R1	A1R1/D1R1	A1R1/D1R1	A1/D1R2	A1/D1R2	A1/D1R2
5	A2R2	A2R2	A2R2	A1R2	A1R1	A1R1	A1R1/D1R1	A1R1/D1R1	A1/D1R2	D1R2	A1/D2R2	A1/D2R2
6	A2R2	A2R2	A1R2	A1R1	A1R1	A1R1/D1R1	A1/D1R1	D1R2	D1R2	A1/D2R2	D2R2	D2R2
7	A2R2	A1R2	A1R1	A1R1	A1R1/D1R1	A1/D1R2	D1R2	D1R2	A1/D2R2	D2R2	D2R2	D2R2
8	A1R2	A1R1	A1R1	A1R1/D1R1	A1/D1R2	D1R2	D1R2	A1/D2R2	D2R2	D2R2	D2R2	D2R2
9	A1R1	A1R1	A1R1/D1R1	A1/D1R2	D1R2	D1R2	A1/D2R2	D2R2	D2R2	D2R2	D2R2	D2R2
10	A1R1/D1	A1R1/D1R1	D1R2	D1R2	D1R2	D2R2	D2R2	D2R2	D2R2	D2R2	D2R3	D2R3
11	A1R1/D1R1	D1R2	D1R2	D1R2	A1/D2R2	D2R2	D2R2	D2R2	D2R3	D2R3	D3R3	D3R3
12	D2R2	D2R2	D2R2	D2R2	D2R2	D2R2	D2R2	D2R3	D3R3	D3R3	D3R3	D3R4

Results preceded by "A" apply to the attacker; those preceded by "D" apply to the defender.
In either case the number after the "A" or "D" is the number of step losses to be taken, the number after the "R" is the number of hexes to be retreated.
Underlined results are mandatory and may not be modified by the requirements of the combat options matrix.
For all other results the combat options matrix must be consulted.

COMBAT OPTIONS MATRIX

Attacker's Orders: / Defender's Orders:	Assault	Pursuit	Mobile	Defense	Retreat
Assault	MP/MP	MP/OO	MP/OO	MP/MO	MP/OM
Pursuit	OO/MP	OO/OO	OO/OO	OO/MO	OO/OM
Mobile	*O/MP	OO/OO	*O/*O	OO/MO	OO/OM
Defense	OM/MP	OO/OO	OO/OO	OO/OO	OO/OM
Retreat	MM/OO	OM/OO	MM/OO	MM/OO	OM/OM

In all cases, all mandatory (underlined) results on the CRT override the dictates of the combat options matrix.
Options to the left of the "/" apply to the attacker; options to the right apply to the defender.
In either case the first option refers to combat losses and the second refers to retreat results.

M – Mandatory; must take all losses/retreats as specified.
P – Prohibited; retreats must be taken as losses instead.
O – Optional; losses may be converted to retreats or vice versa.
* – German Optional, Soviet Mandatory.

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